

## CLAIMS

I claim:

- 1        1. A tossing game apparatus, comprising:
  - 2            a first target receptacle;
  - 3            a second target receptacle;
  - 4            each said target receptacle being a rigid sleeve having at
  - 5            least an open upper end, an open lower end opposite said open
  - 6            upper end, a length, and an internal width defining an open
  - 7            interior volume;
  - 8            a playing surface having a first end and a second end
  - 9            opposite said first end;
  - 10           said first end and said second end of said playing surface
  - 11           defining a tossing distance therebetween;
  - 12           said first and said second target receptacle being buried
  - 13           respectively at said first end and said second end of said
  - 14           playing surface, with said open upper end of each said target
  - 15           receptacle disposed substantially flush with said playing
  - 16           surface and with said open interior volume of each said target
  - 17           receptacle remaining open; and
  - 18           at least one set of tossing objects, each of said tossing
  - 19           objects being a flat, rigid article having a maximum width less
  - 20           than said internal width of each said target receptacle.

1        2.    The tossing game according to claim 1, wherein said  
2    tossing distance is about twenty one feet for adult players and  
3    about sixteen feet for sub-teenaged players.

1        3.    The tossing game according to claim 1, wherein:  
2        each said target receptacle comprises a cylinder, the  
3    internal width of each said target receptacle being about three  
4    inches; and

5        the length of each said target receptacle is about three  
6    inches.

1        4.    The tossing game according to claim 3, wherein each  
2    said target receptacle is formed of a length of electrical metal  
3    tubing.

1        5.    The tossing game according to claim 3, wherein each  
2    said target receptacle is formed of a length of polyvinyl  
3    chloride pipe.

1        6.    The tossing game according to claim 1, wherein:  
2        each of said tossing objects comprises a disc; and  
3        the maximum width of each of said tossing objects is about  
4    two inches.

1           7. The tossing game according to claim 6, wherein each of  
2 said tossing objects comprises a steel washer.

1           8. The tossing game according to claim 1, wherein said at  
2 least one set of tossing objects comprises a plurality of sets  
3 of tossing objects.

1           9. The tossing game according to claim 8, wherein each of  
2 said sets of tossing objects is colored differently from one  
3 another.

1        10. A method of playing a tossing game using the apparatus  
2 of claim 1, comprising the steps of:

3        (a) selecting the playing surface for installing the first  
4 and second target receptacles therein;

5        (b) separating each target receptacle from one another by  
6 the tossing distance;

7        (c) burying each target receptacle in the playing surface,  
8 with the upper end of each target receptacle substantially flush  
9 with the playing surface and with the open interior volume of  
10 each target receptacle remaining open;

11        (d) determining the score required for winning the game;

12        (e) selecting at least a first and a second player;

13        (f) determining the tossing order for the at least first  
14 and second player;

15        (g) positioning the first player on the side of the first  
16 target receptacle opposite the second target receptacle, with  
17 the first target receptacle and the tossing distance between the  
18 first and second target receptacle separating the first player  
19 from the second target receptacle;

20        (h) tossing the at least one set of tossing objects from  
21 the first target receptacle, to the second target receptacle, by  
22 the first player;

23           (i)     repeating the steps (g) and (h) for any player  
24 following the first player;  
25           (j)     moving to the second target receptacle;  
26           (k)     determining the score achieved by each player,  
27 according to the proximity of each of the tossing objects to the  
28 second target receptacle;  
29           (l)     positioning the first player on the side of the second  
30 target receptacle opposite the first target receptacle, with the  
31 second target receptacle and the tossing distance between the  
32 first and second target receptacle separating the first player  
33 from the first target receptacle;  
34           (m)     tossing the at least one set of tossing objects from  
35 the second target receptacle, to the first target receptacle, by  
36 the first player;  
37           (n)     repeating the steps (l) and (m) for any player  
38 following the first player;  
39           (o)     returning to the first target receptacle;  
40           (p)     determining the score achieved by each player,  
41 according to the proximity of each of the tossing objects to the  
42 first target receptacle; and  
43           (q)     repeating the steps (g) through (p) until at least one  
44 player reaches the score determined according to step (d).

1        11.    A method of playing a tossing game, comprising the  
2 steps of:

3        (a)    providing a first and a second target receptacle, each  
4 being a rigid sleeve having at least an open upper end, an open  
5 lower end opposite the upper end, a length, and an internal  
6 width defining an open interior volume;

7        (b)    providing at least one set of tossing objects;

8        (c)    selecting a playing surface for installing the first  
9 and second target receptacles therein;

10       (d)    defining a tossing distance across the playing surface;

11       (e)    separating each target receptacle from one another by  
12 the tossing distance;

13       (f)    burying each target receptacle in the playing surface,  
14 with the upper end of each target receptacle substantially flush  
15 with the playing surface and with the open interior volume of  
16 each target receptacle remaining open;

17       (g)    determining the score required for winning the game;

18       (h)    selecting at least a first and a second player  
19 opponent;

20       (i)    determining the tossing order for the at least first  
21 and second player;

22       (j)    positioning the first player on the side of the first  
23 target receptacle opposite the second target receptacle, with

24 the first target receptacle and the tossing distance between the  
25 first and second target receptacle separating the tossing player  
26 from the second target receptacle;

27 (k) tossing the at least one set of tossing objects from  
28 the first target receptacle to the second target receptacle, by  
29 the first player;

30 (l) repeating the steps (j) and (k) for any player  
31 following the first player, in sequence;

32 (m) moving to the second target receptacle;

33 (n) determining the score achieved by each player,  
34 according to the proximity of each of the tossing objects to the  
35 second target receptacle;

36 (o) positioning the first player on the side of the second  
37 target receptacle opposite the first target receptacle, with the  
38 second target receptacle and the tossing distance between the  
39 first and second target receptacle separating the tossing player  
40 from the first target receptacle;

41 (p) tossing the at least one set of tossing objects from  
42 the second target receptacle, to the first target receptacle, by  
43 the first player;

44 (q) repeating steps (o) and (p) for any player following  
45 the first player, in sequence;

46 (r) returning to the first target receptacle;

47 (s) determining the score achieved by each player,  
48 according to the proximity of each of the tossing objects to the  
49 first target receptacle; and

50 (t) repeating the steps (j) through (s) until at least one  
51 player reaches the score determined according to step (g).

1 12. The method of playing a tossing game according to the  
2 method of claim 11, further including the steps of:

3 (a) setting the tossing distance at twenty one feet for  
4 adult players; and

5 (b) setting the tossing distance at sixteen feet for sub-  
6 teenaged players.

1 13. The method of playing a tossing game according to the  
2 method of claim 11, further including the steps of:

3 (a) forming each target receptacle as a cylinder having an  
4 internal width of substantially three inches; and

5 (b) further forming each target receptacle to have a  
6 length of substantially three inches.

1 14. The method of playing a tossing game according to the  
2 method of claim 11, further including the step of forming each  
3 target receptacle of a length of electrical metal tubing.



1        15. The method of playing a tossing game according to the  
2 method of claim 11, further including the step of forming each  
3 target receptacle of a length of polyvinyl chloride pipe.

1        16. The method of playing a tossing game according to the  
2 method of claim 11, further including the step of forming each  
3 of the tossing objects as a disc having a maximum width of  
4 substantially two inches.

1        17. The method of playing a tossing game according to the  
2 method of claim 16, further including the step of forming each  
3 of the tossing objects as a steel washer.

1        18. The method of playing a tossing game according to the  
2 method of claim 11, further including the step of providing a  
3 plurality of sets of tossing objects.

1        19. The method of playing a tossing game according to the  
2 method of claim 18, further including the step of coloring each  
3 of the sets of tossing objects differently from one another.

1           20. The method of playing a tossing game according to the  
2 method of claim 11, further including the steps of:

3           (a) providing a maximum point value for tossing objects  
4 tossed into one of the target receptacles;

5           (b) providing a medial point value for tossing objects  
6 tossed to rest upon the upper edge of one of the target  
7 receptacles;

8           (c) providing a minimum point value for the tossing object  
9 tossed nearest to but spaced apart from the target receptacle;  
10 and

11           (d) canceling scores of equal value for opponent players.